Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

1-93 (Cancelled)

94. (Currently Amended) A method of operating a gaming terminal, comprising:

broadcasting a standard audio output from said gaming terminal while said gaming terminal is conducting a wagering game;

monitoring real time; and

broadcasting a modified audio output from said gaming terminal in response to said real time being a predetermined time associated with a commonly known societal event, said modified audio output having a theme that is indicative of said commonly known societal event.

95. (Cancelled)

96. (Currently Amended) The method of claim 95 94, wherein said commonly known societal event is selected from a group consisting of Valentine's Day, St. Patrick's Day, Mardi Gras, Easter, the 4th of July, Halloween, Thanksgiving, Christmas, New Year's Eve, and New Year's Day.

- 97. (Previously Presented) The method of claim 94, wherein both of said steps of broadcasting include the step of receiving data corresponding to said audio elements from a memory device.
- 98. (Previously Presented) The method of claim 97, wherein said memory device is external to said gaming terminal.
- 99. (Previously Presented) The method of claim 97, wherein said memory device is internal to said gaming terminal.
- 100. (Previously Presented) The method of claim 94, wherein said predetermined time is a certain time period within a day.
- 101. (Previously Presented) The method of claim 94, wherein said predetermined time is a certain day within a week.
- 102. (Previously Presented) The method of claim 94, wherein said step of monitoring real time includes monitoring a clock that is external to a processor in said gaming terminal.
- 103. (Previously Presented) The method of claim 94, wherein said step of monitoring real time includes monitoring a clock that is internal to a processor in said gaming terminal.

- 104. (Previously Presented) The method of claim 94, wherein said audio output is associated with an outcome of said wagering game.
- 105. (Previously Presented) The method of claim 94, wherein said audio output is unassociated with an outcome of said wagering game.
- 106. (Currently Amended) A gaming terminal, comprising:

an input device for receiving a wager input;

- a memory device located within said gaming terminal and storing at least two audio data sets for producing a first audio output and a second audio output;
- a display for displaying a randomly selected one of a plurality of outcomes in response to said wager input; and
- an audio speaker for broadcasting audio output, said audio speaker broadcasting a <u>said</u> first audio output before a predetermined time and a <u>said</u> second audio output after said predetermined time.
- 107. (Previously Presented) The gaming terminal of claim 106, wherein said audio output is unassociated with said plurality of outcomes.
- 108. (Previously Presented) The gaming terminal of claim 106, wherein said audio output is associated with said plurality of outcomes.

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109. (Cancelled)

110. (Previously Presented) The gaming terminal of claim 106, wherein said predetermined time is a certain time of the day.

111. (Previously Presented) The gaming terminal of claim 106, wherein said predetermined time is a holiday selected from a group consisting of Valentine's Day, St. Patrick's Day, Mardi Gras, Easter, the 4th of July, Halloween, Thanksgiving, Christmas, New Year's Eve, and New Year's Day.

112. (Cancelled)

113. (Currently Amended) A method of operating a wagering game at a gaming terminal, comprising:

storing a plurality of audio data sets in a memory device <u>located within said gaming</u>

<u>terminal</u>, each of said plurality of audio data sets corresponding to a different audio output;

selectively broadcasting one of said audio outputs <u>from audio speakers at</u> said gaming terminal for a predetermined time period, <u>said predetermined time being a</u> <u>function of real time</u>; and

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after said predetermined time period, said predetermined time being a function of real time, selectively broadcasting another one of said audio outputs from said gaming terminal.

- 114. (Previously Presented) The method of claim 113, wherein said predetermined time period is a certain time in a day.
- 115. (Cancelled)
- 116. (Previously Presented) The method of claim 113, wherein said predetermined time period is during a holiday and said one of said audio outputs is music associated with said holiday.